FIRST THINGS FIRST

THE README FILE

The *Enter The Matrix™* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view this file, double-click on it in the *Enter The Matrix™* directory found on your hard disk (usually C:\Program Files\Infogrames\Enter the Matrix). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Infogrames, then on *Enter The Matrix™*, then on the ReadMe file.

SYSTEM REQUIREMENTS

Operating System:	Windows 98SE/ME/2000/XP
Processor:	800 MHz (1.2 GHz recommended)
Memory:	128 MB RAM (256 MB RAM recommended)
Hard Disk Space:	4.3 GB free
Hard Drive:	7200 RPM or faster
CD-ROM Drive:	36X
Sound:	Windows- compatible sound card*
DirectX:	DirectX version 9.0 or higher (included)

* indicates that device should be compatible with DirectX version 9.0 or higher (included).

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SETUP AND INSTALLATION

Start Windows® 98SE/Me/2000/XP.
Exit all other applications.
Insert the *Enter The Matrix™* CD-ROM game disc into your CD-ROM drive.

If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Windows® desktop. Next, double-click on your CD-ROM icon. If the install screen still does not appear at this point, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.

Note: If your CD-ROM drive letter is assigned to a letter other than D, substitute that letter. Follow the remainder of the on-screen instructions to finish installing *Enter The Matrix™*.

Once installation is complete, click on the Start button on your Windows® taskbar, then select Programs, then Infogrames, then *Enter The Matrix™*, and finally click on *Enter The Matrix™* to play the game.

Note: You must have the *Enter The Matrix™* Play Disc CD-ROM in the CD-ROM drive to play.

INSTALLATION OF DIRECTX®

The *Enter The Matrix™* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

STARTING THE GAME

From the game's Main Menu, select New Game to start fresh or Load Game to return to a previously saved game. If you choose a New Game, you 'll be prompted to select a Difficulty level –Easy, Normal or Hard. Next, you'll choose to play as either Niobe or Ghost. Select either character to get started.

SAVING AND LOADING

At specific points throughout the game, you will be prompted to save your progress. Choose an empty game slot or overwrite an existing game (if you do this, the game previously saved in that game slot will be lost).

Your position in the game is indicated in the saved game slot. After saving, you can continue the game or quit the game in progress.

To load a saved game, select Load and choose your saved game. When choosing a game to load, you may start from any point at which you previously saved.

OPTIONS

From the Main Menu, select Options to enter the Options Menu.

Controller

Audio

Video

Credits

VIDEOS AND CINERACTIVES

Enter The Matrix™ tells its story through a combination of live-action film footage, in-game movies called "cineractives," and the actual gameplay. Clues and instructions appear in the film and cineractive segments.

HACKING

The rabbit hole is very deep, with many places to explore. You must have a previously saved game stored to begin hacking. After that, you're on your own.

NIOBE AND GHOST

Playing as either Niobe or Ghost is a matter of personal preference, but playing all the way through the game as both characters, and playing well, is the only way to experience the full *Enter The Matrix™* story.

NOTE: Except where specifically noted below (i.e., in the driving and hovercraft piloting sections), the controls and capabilities of Niobe and Ghost are identical. Unless noted, where a feature for one character is described, that feature is present for the other character, too.

NIOBE

Niobe is the hard-as-nails Captain and pilot of the *Logos*, the smallest and fastest hovercraft in the Rebel fleet. Niobe is a superb hand-to-hand combatant. Her skills as a Hovercraft pilot in the Real World and her driving skills in the Matrix itself are second to none.

GHOST

Ghost is the First Mate of the *Logos*, and a true spiritual martial arts warrior. To him, weapons are nothing less than works of art, and they are deadliest when in Ghost's calm, practiced hands. In battle, Ghost's body and mind become perfectly focused, working in flowing unison.

SPARKS

Sparks is the third crewman of the *Logos*, serving as Niobe's and Ghost's operator during their missions into the Matrix. Sparks is a wild, brilliant, hyperkinetic voice on the other end of the cell phone. You'll be in constant touch with Sparks as he relays key information and strategic advice.

CONTROLS

CONTROL	ACTION
Mouse	Look up, down, left, right
W	Move forward. When facing an obstacle (such as a wall), tap forward to have Niobe / Ghost turn their back against the obstacle. If the obstacle is low, Niobe / Ghost will automatically crouch behind it.
S	Move backward
A	Strafe / step left
D	Strafe / step right
E	Switch between shooting and hand-to-hand combat modes
3	Enter first-person mode, zoom in
4	Exit first-person mode, zoom out
1	Select next primary weapon
2	Select previous primary weapon
Mouse Button 3 or F	Specific action is context-sensitive: Pick up object / Activate / Open door / Close door / Holster weapon / Strangle opponent from behind.
Q	Throw selected secondary weapon (e.g. grenade). If you have an enemy targeted, you will throw the object at them.
Spacebar	Jump, or jump and grab edge of obstacle. Run and jump to increase jump distance. Hold Focus (Shift key) while jumping to greatly increase jump distance.
Shift	Focus. Press and hold to use Matrix-enhanced set of abilities.
Esc	Pause Game, Pause Menu appears. Press again to return to game.
Tab	Access weapons menu. Use the arrow keys to navigate the menu
Left Mouse Button	Fire primary weapon; draw selected weapon

Sniper Mode

CONTROL	ACTION
3	Enter sniper mode (when sniper weapon selected); Zoom in
4	Exit sniper mode (when sniper weapon selected); Zoom out
Mouse	Look around; Aim sniper weapon
Left mouse button	Fire sniper weapon.

Hand to Hand Combat

CONTROL	ACTION
Mouse Button 3 or F	Defend / Block / Counter
Left Mouse Button	Punch
Right Mouse Button	Kick
Left Mouse Button + Right Mouse Button	Throw

Driving - When playing as Niobe (Driver):

CONTROL	ACTION
A	Steer left
D	Steer right
W	Accelerate
S	Brake. For reverse, hold key down when car is stopped
Left mouse button	Look left
Right mouse button	Look right
Mouse Button 3 or F	Look behind
Ctrl	Switch between first-and third-person view
Shift	Press and hold to make Ghost assist by shooting enemies.

When playing as Ghost (Riding shotgun, shooting from passenger's seat):

CONTROL	ACTION
Mouse	Look around / Aim weapon
Left Mouse Button	Fire primary weapon

Hovercraft Flying - When playing as Niobe (Pilot):

CONTROL	ACTION
Mouse	Steer left /right /up /down
W	Accelerate
S	Decelerate. For reverse,hold key down when hovercraft is stopped.

When playing as Ghost (Gunner):

CONTROL	ACTION
Mouse	Aim target reticule
Left Mouse Button	Fire cannon
Spacebar	Switch view from forward to rear

Alternate Control Configuration

The above control configuration is the default setting. You can select an alternate configuration at the game's Options menu.

PAUSE MENU

At any time in the game, you can press Esc to access the Pause Menu. Use the mouse to select from the menu. Press Esc again to return to the game.

Continue – Return to the game.
Objectives – List level objectives.
Controls – View the current control configuration
Tips – Display basic gameplay tips.
Quit – Quit to Main Menu.

HEADS-UP DISPLAY

The Health bar displays your current health status.

The Focus bar displays the current level of focus time available (see Focus Moves on page 17 for more information).

The Radar indicator shows the distance and direction to the next objective. If the indicator turns red, you are facing the wrong direction. You may need to go around obstacles to reach your next objective.

The Weapon displays show the currently selected weapon for each hand and its available ammunition.

MOVING AROUND

The mouse and keyboard combinations control direction and speed for both walking and running. Use the Strafe keys (A and D) to sidestep left and right. To really stay out of harm's way, combine your mouse and Strafe keys to circle-strafe around your opponents.

When facing an obstacle such as a wall, move close to the object and then tap the W key forward as if to walk into the object. Your character will turn her or his back and press up against the object.

If the object is low, your character will automatically crouch down and hide. You can use the Strafe keys to move or creep along the obstacle.

You can peer around corners by turning your back against an obstacle and using the Strafe keys to move to the edge and peer around. Your character can even fire weapons from behind cover in this fashion - move to the edge of the obstacle and press Left Mouse button. Stop shooting, your character will automatically move back behind cover. To jump out and surprise enemies, press the Spacebar as you look around the corner.

Holding down the Focus key (Shift) while jumping will increase the length of your jump. If you Strafe (A or D key) and then Jump (Spacebar) while holding the Focus key, your character will do a sideways cartwheel. (For more information on Focus Moves, see page 17.)

WALL-RUNNING AND WALL-JUMPING

Run alongside a wall, hold down the Focus key and continue running toward the wall at an angle. You'll bend the rules of gravity in the Matrix and sprint along the wall. Time it right, and you'll even turn corners while still airborne. To jump off the wall, press the Jump key.

For wall-flips, press the Focus key and run directly at a wall — you'll take a few steps up the side and back flip to the ground.

These moves are great ways to avoid enemies and obstacles. Experiment with other Focused running and jumping moves to discover more combinations and effects.

JUMPING AND CLIMBING

Use the Jump key to jump onto various objects, and use the mouse and keyboard combinations to climb up and down ladders and fences.

Press the Jump key to quickly slide down a ladder.

Jump up to grab pipes and rails, and use the movement keys to move hand-over-hand along the pipe. Press the left mouse button to pull yourself higher onto the pipe and press the F key to lower yourself back down. To jump down from the pipe, hit the Jump key. Be sure you're above a safe landing spot!

Try hanging upside down for a unique sniper's perch. While on a pipe, select any primary weapon, and press the left mouse button to hang upside down and immediately enter first-person mode. Use the mouse to aim, and press the left mouse button again to fire. Lower yourself back down by pressing the F key.

PICKING UP AND USING OBJECTS

You'll have the opportunity to pick up several items during the game — weapons, ammo, grenades, etc. To pick up the items automatically, run right over them.

Press the F key to use or activate fixed objects, like doors. The exact action triggered by pressing the F key is context-sensitive.

HEALTH PACKS

Throughout the game, you'll have the opportunity to recharge Niobe's or Ghost's Health meter with Health Packs. To pick up Health, run right over the health pack as you would any other item.

HAND-TO-HAND COMBAT

Niobe and Ghost are both rock-hard martial artists, masters of dozens of different styles. When it comes to hand-to-hand fighting, they are just as tough and as fast as Trinity and Morpheus.

PUNCH, KICK AND DEFEND

Press the E key to enter Hand-to-Hand combat mode – you'll automatically holster any weapons you have in hand. If you attack an enemy, you'll switch to a fighting stance. Press the E key again to exit the fighting stance.

Mix it up with the bad guys and discover special moves and combinations that really dish out the pain.

Example: Foot Sweep
In close quarters, back up using the S key and click the right mouse button. Niobe or Ghost will do a foot sweep, dropping the enemy to the floor. Follow that up with another kick to punt the enemy across the room.

Example: Wall Kick
Again, in close quarters, back up against a wall, and press the Focus key (Shift) and click the right mouse button simultaneously. If you time it right, your character will kick off the wall to deliver a crushing boot to the head.

THROWS, CHOKEHOLDS AND DISARM MOVES

Throws, chokeholds and disarm moves are some of the special moves you can discover. Disarm moves leave guns on the ground that you can immediately pick up and fire. Some special moves even allow Niobe and Ghost to yank guns from their attackers and put them right to use.

Example: Chokehold
Sneak up behind a enemy and press the F key. Your character will apply a deadly chokehold.

Example:Throw
To throw an enemy, move in close and press the left and right mouse buttons simultaneously. Your character will throw the enemy across the room.

Example: Counter-Throw
If you're being thrown, press the F key before you're thrown to the ground. Your character will find her or his footing and turn the throw back on her opponent, dropping him to the floor.

WEAPONS COMBAT

Press the E key to enter shooting mode – your weapons HUD will be displayed, showing your currently selected weapon.

In some scenarios, you'll be jacked into the Matrix with a preset weapons load out, and throughout the game, more weapons and options will become available.

Select a weapon by pressing TAB; alternately, you can press the 1 and 2 keys to cycle through your available weapons.

To draw and fire a weapon, click the left mouse button. Press the E key to holster weapons.

You can carry grenades as secondary weapons. In some instances, you can wield two pistols for rapid-fire, two-handed shooting.

AUTO-TARGETING

Once you've drawn a weapon, manoeuvre Niobe and Ghost to aim your weapon toward an enemy. When a green targeting reticule appears over an enemy, you've got him in your sights.

THE SNIPER RIFLE

You can use the Sniper Rifle as a standard weapon, or you can enter Sniper Mode for greater range and accuracy. Select the sniper rifle and press the 3 key to enter sniper mode and zoom in on your target. Press the 4 key to zoom out and exit sniper mode. To fire, click the left mouse button .

THROWING GRENADES

Select grenade as your secondary weapon by pressing TAB and accessing the Weapons menu. Press the Q key to throw — but be careful to avoid the blast radius of your own grenade!

THE WEAPONS

The following is a partial list of the available weapons in the game. You'll discover several more weapons and special ammunition types as you progress — keep your eyes open!

.380 Security Pistol – Small clip size and underpowered ammunition, but a common choice for security officers and police.

92FS Automatic Pistol – Standard automatic pistol used by police and military agencies. Large clip size and high-velocity ammunition. Great when wielded in pairs.

p229 S Automatic Pistol – Excellent all-around performance. Ghost's primary handgun.

9000 S Automatic Pistol – Smaller frame size, but packs the same punch. Niobe's primary handgun.

.50AE Automatic Pistol – The most powerful handgun in the game, often carried by Agents.

MP5 Submachine Gun – The gold standard for weapons of this type. Commonly carried by SWAT officers, the MP5 can be fitted with a flashlight or infrared scope.

M-16 Assault Rifle – The U.S. military's standard battle rifle for more than 30 years.

M240 Machine Gun – Heavy-duty machine gun, in standard use by U.S. Army and Marine Corps. Often mounted on vehicles and aircraft.

Shotgun – Tremendous short-range stopping-power more than makes up for its slow reload time. Can be fitted with a flashlight.

M95 .50 Advanced Sniper Rifle – The sniper's best friend. Deals massive damage, even at extreme ranges.

Flash-Bang Grenade – Blinds and disorients with a loud bang and brilliant flash. Used by SWAT teams during forced entries.

R-41 Offensive Grenade – Lethal fragmentation grenade, perfect for clearing enemies from behind cover.

40mm Grenade Launcher – Fires high-explosive grenades that detonate on impact.

DRIVING AND SHOOTING FROM CARS

WHEN PLAYING NIOBE...

Niobe always takes the wheel during the game's driving levels. Her driving skills are second to none, but you'll have to push her right to the limit to survive.

When playing Niobe, keep in mind that Ghost will be riding shotgun — make sure he's in a good position to make his shots. Think of your role not only as the driver / navigator, but also as the means to deliver Ghost to the enemies.

WHEN PLAYING GHOST...

Niobe is the best driver, and Ghost is the best marksman with every weapon imaginable. It's Ghost's job to provide covering fire so Niobe can drive you both to safety.

Enemies can come at you from any angle. Think of your role as clearing a path for Niobe while protecting her from enemies.

PILOTING AND SHOOTING FROM HOVERCRAFT

WHEN PLAYING NIOBE...

Niobe is the Captain of the *Logos*, and the best damn pilot in the fleet. She'll always take the helm of the *Logos*, the fleet's fastest, most agile hovercraft. You'll pilot the ship through ancient steam, sewer and electrical tunnels, with hazards at every turn. Ghost will provide covering fire, so it's your job to get the *Logos* through the tunnels as fast as possible and in one piece — easier said than done.

WHEN PLAYING GHOST...

Ghost takes the *Logos*' gunner position, operating cannons located on both bow and stern. Niobe will aggressively lead the way through the tunnels, but the real danger is "Squiddy," the relentless war machines bent solely on your destruction. Niobe can handle the flying — you just need to keep the Sentinels from catching the *Logos*.

FOCUS MOVES

Discovering all of Niobe's and Ghost's abilities in the Matrix is the key to your success. In the Matrix, Niobe and Ghost are fast enough to avoid bullets and defy gravity.

They're so fast that, for them, time slows to a crawl. Unlocking these abilities will be one of your biggest challenges as a player.

To bend the rules of the Matrix, the rebels need to learn how to free their minds. To do this, they need to focus.

The Focus meter in the lower right of the HUD displays your resource pool of focused ability.

Pressing the Focus key (Shift) while running, jumping and / or fighting unlocks Niobe's and Ghost's spectacular (and more useful) capabilities.

Focus can also keep you out of danger – you 'll be a harder target to hit.

For example, hold down Focus and hit the F key, and your character will perform somersaults and cartwheels, useful for dodging bullets.

The longer you hold down the Focus key, the more you draw from the limited resource of the Focus pool. When the meter hits zero, Niobe and Ghost return to their normal levels of speed and strength.

The Focus pool slowly regenerates itself, but it's a precious commodity — use it wisely.

Note: Focused abilities are available only within the Matrix itself. In the Real World, you're on your own.

START VED BEGYNDELSEN

README-FILEN

Spillet *Enter The Matrix™* på CD-ROM er forsynet med en ReadMe-fil, hvori du kan se både licensaftalen og opdaterede oplysninger om selve spillet. Vi anbefaler, at du læser filen igennem for at få oplysninger om ændringer, der er foretaget efter trykningen af denne manual.

Du kan åbne filen ved at dobbeltklikke på den i mappen med Enter the Matrix, som du finder på din harddisk (normalt C:\Programmer\Infogrames\Enter the Matrix). Du kan også få vist ReadMe-filen ved først at klikke på knappen Start i proceslinjen i Windows® og derefter vælge Programmer, Infogrames, Enter the Matrix og til sidst ReadMe-filen.

SYSTEMKRAV

Operativsystem :	Windows® 98SE/ Me/2000/XP
Processor :	800 MHz (1.2 GHz anbefales)
Hukommelse :	128 MB RAM (256 MB RAM anbefales)
Harddiskkapacitet :	4,3 GB ledig plads på harddisken (7200 RPM harddisk eller hurtigere anbefales)
Lyd :	Windows ®-kompatibelt lydkort*
CD-ROM- drev :	36x
DirectX ®:	DirectX ® version 9.0 (medfølger)

* Angiver, at enheden skal være kompatibel med DirectX ® version 9.0 (medfølger) eller nyere.

KLARGØRING OG INSTALLATION

Start Windows® 98SE/Me/2000/XP.
Afslut alle andre programmer.
Læg CD-ROM'en med Enter the Matrix i dit CD-ROM-drev.

Hvis Automatisk afspilning er aktiveret, vises der automatisk et startbillede. Klik på knappen Installér. Hvis Automatisk afspilning ikke er aktiveret, skal du dobbeltklikke på ikonet "Denne computer" på dit Skrivebord i Windows®. Dobbeltklik derefter på dit CD-ROM-ikon. Hvis startbilledet stadig ikke vises , skal du klikke på knappen Start på proceslinjen i Windows®, og derefter vælge Kør. Skriv D:\Setup, og klik på OK.

Bemærk: Hvis dit CD-ROM-drev er tilknyttet et andet drevbogstav end D, skal du skrive det relevante bogstav i stedet.

Følg resten af vejledningen på skærmen for at fuldføre installationen af Enter the Matrix.

Når installationen er fuldført, skal du klikke på knappen Start i proceslinjen i Windows®, vælge Programmer, Infogrames, Enter the Matrix og til sidst klikke på Enter the Matrix for at starte spillet.

Bemærk: Du skal have Enter the Matrix CD-ROM'en i dit CD-ROM'drev for at spille spillet.

INSTALLATION AF DIRECTX®

Enter the Matrix CD-ROM'en kræver DirectX® 9.0 eller nyere for at fungere. Hvis du ikke har DirectX® 9.0 eller en nyere version installeret på din computer, skal du klikke på "Yes" (Ja), når du bliver spurgt, om du vil installere produktet.

STYRING

STYRING	HANDLING
Mus	Se op, ned, til venstre og til højre
W	Bevægelse fremad. Foran en forhindring (f.eks. en mur) kan du trykke hurtigt fremad for at få Niobe / Ghost til at vende ryggen til forhindringen. Hvis forhindringen er lav, vil Niobe / Ghost automatisk krybe sammen bag den.
S	Bevægelse baglæns
A	Beskyd / trin til venstre
D	Beskyd / trin til højre
E	Skift imellem skud- og nærkamptilstand
3	Aktivér førstepersons-tilstand, zoom ind
4	Deaktivér førstepersons-tilstand, zoom ud
1	Vælg næste primære våben
2	Vælg forrige primære våben
3. museknap eller F	Den specifikke handling afhænger af sammenhængen: Saml objekt op / aktivér / åbn dør / luk dør / sæt våben i hylster / kvæl modstander bagfra.
Q	Kast det valgte sekundære våben (f.eks. granater). Hvis du sigter på en fjende, kastes objektet efter fjenden.
Mellemrumstasten	Spring eller spring og grib fat i kanten af en forhindring. Løb og spring for at øge springafstanden. Hold Fokus (Shift) nede, mens du springer, for at øge springafstanden meget.
Shift	Fokus. Tryk, og hold tasten nede for at bruge Matrix-skærpede færdigheder.
Esc	Pause, menuen Pause åbnes. Tryk igen for at vende tilbage til spillet.
Tab	Åbn våbenmenuen. Brug piletasterne til at navigere i menuen
Venstre museknap	Affyr primære våben; træk det valgte våben

Sniper Mode (Snigskytte-tilstand)

STYRING	HANDLING
3	Aktivér snigskytte-tilstand (når der er valgt et snigskyttevåben); Zoom ind
4	Deaktivér snigskytte-tilstand (når der er valgt et snigskyttevåben); Zoom ud
Mus	Se dig omkring; Sigt med sigskyttevåben
Venstre museknap	Affyr snigskyttevåben.

Hand to Hand Combat (Nærkamp)

STYRING	HANDLING
3. museknap eller F	Forsvar / parér / modangreb
Venstre museknap	Slå
Højre museknap	Spark
Venstre museknap + højre museknap	Kast

Kørsel - Når der spilles som Niobe (chauffør):

STYRING	HANDLING
A	Styr til venstre
D	Styr til højre
W	Accelerer
S	Brems. Hold tasten nede, når bilen er standset, for at bakke
Venstre museknap	Se til venstre
Højre museknap	Se til højre
3. museknap eller F	Se bagud
CTRL	Skift mellem første- og tredjepersonsvisning
Shift	Tryk på tasten, og hold den nede for at få Ghost til at hjælpe med at skyde fjender.

Når der spilles som Ghost (sidder ved siden af og skyder fra passagersædet):

STYRING	HANDLING
Mus	Se omkring / sigt med våben
Venstre museknap	Affyr primære våben

Flyvning med hovercraft- Når der spilles som Niobe (pilot):

STYRING	HANDLING
Mus	Styr til venstre / højre / op / ned
W	Accelerer
S	Decelerer. Hold tasten nede, når luftpudebåden er stoppet, for at bakke.

Når der spilles som Ghost (skytte):

STYRING	HANDLING
Mus	Flyt våbensigte
Venstre museknap	Affyr kanon
Mellemrumstasten	Skift visning fra fremad til bagud

AIVAN ALUKSI

README-TIEDOSTO

Enter The Matrix™ -CD-ROM-peliin liittyy ReadMe-tiedosto, joka sisältää sekä käyttöoikeussopimuksen että viimeisimmät tiedot pelistä. Tämä tiedosto kannattaa lukea, jotta voit hyödyntää muutoksia, joita peliin on tehty käsikirjan painamisen jälkeen.

Voit avata tiedoston napsauttamalla sitä kiintolevyn Enter the Matrix -hakemistossa (yleensä C:\Program Files\Infogrames\Enter the Matrix). Voit avata ReadMe-tiedoston myös napsauttamalla Käynnistä-painiketta Windowsin® tehtäväpalkilla ja valitsemalla sitten Ohjelmat, Infogrames, Enter the Matrix ja lopuksi ReadMe-tiedoston.

JÄRJESTELMÄVAATIMUKSET

Käyttöjärjestelmä :	Windows® 98SE/Me/2000/XP
Suoritin :	800 MHz (1,2 GHz suositellaan)
Kiintolevytila :	4,3 Gt vapaata tilaa (7200 RPM: n tai nopeampaa suositellaan)
Ääni :	Windows ®- yhteensopiva äänikortti*
CD-ROM-asema :	36x
DirectX® :	DirectX ®-versio 9.0 (sisältyy toimitukseen)

* Tarkoittaa, että laitteen tulisi olla yhteensopiva DirectX ®-version 9.0 (sisältyy pakettiin) tai uudemman kanssa.

ASETUKSET JA ASENNUS

Käynnistä Windows® 98SE/Me/2000/XP.

Lopeta kaikki muut sovellukset.

Aseta Enter the Matrix -CD-ROM-levy CD-ROM-asemaan.

Jos automaattinen käynnistys on käytössä, näytölle tulee otsikkoruutu. Napsauta Asenna-painiketta. Jos automaattinen käynnistys ei ole käytössä, kaksoisnapsauta Windowsin® työpöydän Oma tietokone -kuvaketta. Kaksoisnapsauta seuraavaksi CD-ROM-kuvaketta. Jos asennusruutu ei tule vieläkään esille, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita D:\Setup ja napsauta OK-painiketta.

Huomaa: Jos CD-ROM-aseman kirjain on jokin muu kuin D, käytä sitä D:n sijasta.

Asenna Enter the Matrix seuraamalla näytölle tulevia ohjeita.

Kun asennus on valmis, voit käynnistää pelin napsauttamalla Käynnistä-painiketta Windowsin® tehtäväpalkilla ja valitsemalla sitten Ohjelmat, Infogrames, Enter the Matrix ja lopuksi Enter the Matrix.

Huomaa: Pelattaessa Enter the Matrix -CD-ROM-levyn on oltava CD-ROM-asemassa.

DIRECTX:N® ASENNUS

Enter the Matrix -CD-ROM-levy edellyttää vähintään DirectX® 9.0:aa toimiakseen. Jos tietokoneelle ei ole asennettu vähintään DirectX® 9.0:aa, valitse Yes (Kyllä), kun asennusohjelma kysyy, haluatko asentaa sen.

OHJAIMET

NÄPPÄIN	TOIMINTO
Hiiri	Katso ylös, alas, vasemmalle, oikealle
W	Siirry eteenpäin. Kun kohtaat esteen (kuten seinän), napauta eteenpäin, jos haluat, että Niobe/Ghost kääntää selkänsä esteelle. Jos este on matala, Niobe/Ghost kumartuu automaattisesti sen taakse.
S	Siirry taaksepäin
A	Tulita/astu vasemmalle
D	Tulita/astu oikealle
E	Vaihda ampumis- ja lähitaistelutilojen välillä
3	Siirry ensimmäisen persoonan tilaan, lähennä
4	Poistu ensimmäisen persoonan tilasta, loitonna
1	Valitse seuraava pääase
2	Valitse edellinen pääase
Hiiren 3. painike tai F	Toiminto riippuu yhteydestä: Nosta esine/Aktivoi/Avaa ovi/Sulje ovi/Laita ase koteloon/Kurista vastustaja takaapäin.
Q	Heitä valittu apuase (esim. kranaatti). Jos vihollinen on tähdättynä, esine heitetään sitä kohden.
Välilyönti	Hyppää tai hyppää ja tartu esteen reunaan. Juokse ja hyppää lisätäksesi hypyn pituutta. Keskittymisen (Vaihto-näppäin) pitäminen samalla kun hyppäät lisää suuresti hypyn pituutta.
Vaihto	Keskittyminen. Pidä näppäin alhaalla käyttääksesi Matrixin lisäkykyjä.
Esc	Pysäytä peli, esille tulee Pause (Tauko) -valikko. Palaa peliin painamalla uudelleen.
Sarkainnäppäin	Avaa asevalikko. Selaa valikkoa nuolinäppäimillä
Vasen hiiripainike	Laukaise pääase; vedä valittu ase

Sniper Mode (Tarkka-ampuja-tila)

NÄPPÄIN	TOIMINTO
3	Siirry tarkka-ampujatilaan (kun on valittu tarkka-ampuja-ase); lähennä
4	Poistu tarkka-ampujatilasta (kun on valittu tarkka-ampuja-ase); loitonna
Hiiri	Katso ympärille; tähtää tarkka-ampuja-aseella
Vasen hiiripainike	Laukaise tarkka-ampuja-ase

Hand-to-Hand Combat (Lähitaistelu)

NÄPPÄIN	TOIMINTO
Hiiren 3. painike tai F	Puolusta/Estä/Vastaliike
Vasen hiiripainike	Lyö
Oikea hiiripainike	Potkaise
Vasen + oikea hiiripainike	Heitä

Ajaminen - Kun pelaat Niobena (ajajana):

NÄPPÄIN	TOIMINTO
A	Ohjaa vasemmalle
D	Ohjaa oikealle
W	Kiihdytä
S	Jarruta. Jos haluat peruuttaa, pidä näppäin alhaalla, kun auto on pysähtynyt
Vasen hiiripainike	Katso vasemmalle
Oikea hiiripainike	Katso oikealle
Hiiren 3. painike tai F	Katso taakse
CTRL	Vaihda ensimmäisen ja kolmannen persoonan välillä
Vaihto	Pidä alhaalla, jos haluat, että Ghost auttaa ampumalla vihollisia.

Kun pelaat Ghostina (ammut matkustajan ikkunasta):

NÄPPÄIN	TOIMINTO
Hiiri	Katso ympärille/Tähtää aseella
Vasen hiiripainike	Ammu pääaseella

Ilmatyynyaluksella lentäminen
Kun pelaat Niobena (ohjaajana):

NÄPPÄIN	TOIMINTO
Hiiri	Ohjaa vasemmalle/oikealle/ylös/alas
W	Kiihdytä
S	Jarruta. Jos haluat peruuttaa, pidä näppäin alhaalla, kun alus on pysähtynyt.

Kun pelaat Ghostina (tykkimiehenä):

NÄPPÄIN	TOIMINTO
Hiiri	Suuntaa tähtäin
Vasen hiiripainike	Laukaise tykki
Välilyönti	Vaihda näkymä edestä taakse

LA OSS STARTE FRA BEGYNNELSEN

README-FILEN (VIKTIG-FILEN)

CD-spillet *Enter The Matrix™* inneholder en ReadMe-fil der du kan finne både lisensavtalen og oppdatert informasjon om spillet. Vi oppfordrer sterkt til at du tar deg tid til å lese denne filen slik at du kan dra nytte av endringer som er gjort etter at håndboken ble trykket.

For å vise denne filen dobbeltklikker du på filen i mappen Enter the Matrix på harddisken din (vanligvis C:\Programfiler\Infogrames\Enter the Matrix). Du kan også vise ReadMe-filen ved å først klikke på Startknappen på oppgavelinjen i Windows®, deretter velge Programmer, deretter Infogrames, deretter Enter the Matrix og til slutt ReadMe-filen.

SYSTEMKRAV

Operativsystem :	Windows® 98SE/Me/2000/XP
Prosessor :	800 MHz (1,2 GHz anbefales)
Minne :	128 MB RAM (256 MB RAM anbefales)
Harddiskplass :	4,3 GB ledig (7200 RPM eller raskere harddisk anbefales)
Lydkort :	Windows ®- kompatibelt lydkort*
CD- ROM-stasjon :	36x
DirectX ® :	DirectX ® versjon 9.0 (inkludert)

* Angir at enheten må være kompatibel med DirectX ® versjon 9,0 (inkludert) eller høyere.

INSTALLERING OG KONFIGURERING

Start Windows® 98SE/Me/2000/XP.

Lukk alle andre programmer.

Sett inn spill-CDen for Enter the Matrix i CD-ROM-stasjonen.

Hvis Autokjør er aktivert, skal det vises et tittelskjermbilde. Klikk på Installer-knappen. Hvis Autokjør ikke er aktivert, dobbeltklikker du på ikonet Min datamaskin på Windows®-skrivebordet. Dobbeltklikk deretter på ikonet for CD-ROM-stasjonen. Hvis installeringsskjermbildet ikke vises nå, klikker du på Startknappen på oppgavelinjen i Windows®, og velger Kjør. Skriv D:\Setup, og klikk på OK.

Obs! Hvis CD-ROM-stasjonen er tilordnet en annen bokstav enn D, erstatter du D med den aktuelle bokstaven.

Følg resten instruksjonene på skjermen for å fullføre installeringen av Enter the Matrix.

Når installeringen er fullført, klikker du på Startknappen på oppgavelinjen i Windows®, velger deretter Programmer, deretter Infogrames, deretter Enter the Matrix og klikker til slutt på Enter the Matrix for å spille spillet.

Obs! Du må ha Enter the Matrix-CDen i CD-ROM-stasjonen for å spille spillet.

INSTALLERING AV DIRECTX®

Enter the Matrix-CDen krever DirectX® 9.0 eller høyere for å kjøre. Hvis DirectX® 9.0 eller høyere ikke er installert på datamaskinen, klikker du på Yes (Ja) når du får spørsmål om den skal installeres.

KONTROLLER

CTRL	HANDLING
Mus	Se opp/ned/venstre/høyre
W	Flytt fremover. Når du kommer til en hindring (for eksempel en vegg), trykker du fremover for å få Niobe/Ghost til å vende ryggen til hindringen. Hvis hindringen er lav, vil Niobe/Ghost automatisk huke seg ned bak den.
S	Flytt bakover
A	Sveipbeskyte/gå til venstre
D	Sveipbeskyte/gå til høyre.
E	Bytte mellom modiene skyting og nærkamp
3	Gå til modus for førsteperson, zoom inn
4	Avslutt modus for førsteperson, zoom ut
1	Velg neste primærvåpen
2	Velg forrige primærvåpen
Museknapp 3 eller F	De bestemte handlingene er kontekstsensitive: Plukk opp objekt / aktiver / åpne dør / lukk dør / sett våpen i hylster / kvel motstander bakfra.
Q	Kast valgt sekundærvåpen (f.eks. håndgranat). Hvis du har siktet inn på fienden, vil objektet kastes på denne.
Mellomrom	Hopp, eller hopp og ta tak i kanten på hindring. Løp og hopp for å øke hopplengden. Hold fokus (Skift-tasten) mens du hopper for å øke hopplengden svært mye.
Skift	Fokuser. Trykk på og hold for å bruke Matrix-forbedret sett egenskaper.
Esc	Ta pause i spillet, Pause-menyen vises. Trykk på nytt for å gå tilbake til spillet.
Tabulator	Gå til våpenvalgmenyen. Bruk piltastene til å navigere til menyen
Venstre museknapp	Fyr av primærvåpen, trekk valgt våpen.

Sniper Mode (Snikskyttermodus)

KONTROLL	HANDLING
3	Gå til snikskyttermodus (når snikskyttervåpen er valgt), zoom inn
4	Avslutte snikskyttermodus (når snikskyttervåpen er valgt), zoom ut
Mus	Se rundt, sikt inn snikskyttervåpen
Venstre museknapp	Avfyr snikskyttervåpen

Hand-to-Hand Combat (Nærkamp)

KONTROLL	HANDLING
Museknapp 3 eller F	Forsvar/blokker/motangrep
Venstre museknapp	Slå
Høyre museknapp	Spark
Venstre museknapp + høyre museknapp	Kast

Kjøre - Når du spiller som Niobe (sjåfør):

KONTROLL	HANDLING
A	Styr til venstre
D	Styr til høyre
W	Akselerer
S	Brems. For rygging, trykk og hold tast nede mens bilen stoppes
Venstre museknapp	Se til venstre
Høyre museknapp	Se til høyre
Museknapp 3 eller F	Se bakover
Ctrl	Bytte mellom første- og tredjepersons visning
Skift	Trykk og hold for å få hjelp fra Ghost til å skyte fiender.

Når du spiller som Ghost (haglegevær under fart, skyte fra passasjersetet):

KONTROLL	HANDLING
Mus	Se rundt / sikt inn våpen
Venstre museknapp	Avfyr primærvåpen

Fly med luftputefartøy
Når du spiller som Niobe (pilot):

KONTROLL	HANDLING
Mus	Styr venstre/høyre/opp/ned
W	Akselerer
S	Reduser hastighet. For rygging, trykk og hold tast nede mens luftputefartøyet stoppes.

Når du spiller som Ghost (skytter):

KONTROLL	HANDLING
Mus	Sikt inn mål med trådkors
Venstre museknapp	Avfyr artilleri
Mellomrom	Bytt visning fra forover til bakover

LÅT OSS BÖRJA FRÅN BÖRJAN

FILEN README

På CD-skivan med spelet *Enter The Matrix™* finns en fil som heter ReadMe. Den innehåller både ett licensavtal och senaste nytt om spelet. Vi rekommenderar att du tar dig tid att läsa filen för att få reda på alla ändringar som har införts efter att handboken gick till tryck.

Om du vill läsa filen dubbelklickar du på den i katalogen Enter the Matrix på hårddisken (normalt C:\Program\Infogrames\Enter the Matrix). Du kan även läsa filen genom att först klicka på Start i aktivitetsfältet i Windows® och därefter välja Program, Infogrames, Enter the Matrix och slutligen filen ReadMe.

SYSTEMKRAV

Operativsystem :	Windows® 98SE/Me/2000/XP
Processor :	800 MHz (1,2 GHz rekommenderas)
RAM :	128 MB RAM (256 MB RAM rekommenderas)
Hårddiskutrymme :	4,3 GB ledigt hårddiskutrymme (7200 varv/ minut eller snabbare rekommenderas)
Ljudkort :	Ljudkort som är kompatibelt med Windows ®
CD- spelare :	36x
DirectX ® :	DirectX version 9.0 (medföljer)

* Enheten måste vara kompatibel med DirectX ® 9.0 (medföljer) eller senare versioner.

INSTALLATION

Starta Windows® 98SE/Me/2000/XP.

Avsluta alla andra program.

Stoppa i CD-skivan Enter the Matrix i CD-spelaren.

Om funktionen automatisk uppspelning är aktiverad startar installationen. Klicka på Install. Om funktionen automatisk uppspelning inte är aktiverad dubbelklickar du på ikonen Den här datorn på skrivbordet. Dubbelklicka därefter på CD-spelarens ikon. Om installationsprogrammet ändå inte startar klickar du på Start-knappen i aktivitetsfältet och sedan på Kör. Skriv D:\Setup och klicka på OK.

OBS! Om CD-spelaren har tilldelats en annan enhetsbeteckning än D anger du den i stället.

Följ resten av instruktionerna på skärmen för att installera Enter the Matrix.

När installationen är klar klickar du på Start-knappen i aktivitetsfältet, väljer Program, Infogrames, Enter the Matrix och slutligen Enter the Matrix. Då sätter spelet igång.

OBS! CD-skivan Enter the Matrix måste sitta i CD-spelaren, annars går det inte att spela.

INSTALLATION AV DIRECTX®

DirectX® 9.0 måste vara installerat på datorn om det ska gå att spela Enter the Matrix. Om DirectX 9.0 eller en senare version saknas på datorn, klickar du på "Yes" när du blir tillfrågad om produkten ska installeras.

STYRINSTÄLLNINGAR

KNAPP	SPELRÖRELSER
Mus	Titta uppåt, nedåt, vänster, höger
W	Flytta framåt. När du stöter på ett hinder (t.ex. en vägg) kan du slå lätt på tangenten. Då vänder sig Niobe / Ghost från hindret. Om hindret är lågt hukar sig Niobe / Ghost automatiskt bakom det.
S	Flytta bakåt
A	Bestryk med eld / kliv åt vänster
D	Bestryk med eld / kliv åt höger
E	Växla mellan skjut- och närstridsläget
3	Aktivera första person-läget, zooma in
4	Stäng av första person-läget, zooma ut
1	Välj nästa primära vapen
2	Välj föregående primära vapen
Tredje musknappen eller F	Vad som händer beror på sammanhanget. Plocka upp ett objekt / Aktivera / Öppna dörr / Stänga dörr / Stoppa vapnet i hölstret / Stryp motståndaren bakifrån.
Q	Kasta det valda sekundära vapnet (t.ex. en granat). Om du har tagit sikte på en fiende kastar du objektet på honom.
Mellanslagstangenten	Hoppa eller hoppa och grip tag i kanten på ett hinder. Om du springer och hoppar samtidigt hoppar du längre. Håll ned fokuseringsknappen (skifttangenten) medan du hoppar, så hoppar du betydligt längre.
Skift-tangenten	Fokusera. Håll den nedtryckt om du vill använda Matrix specialegenskaper.
Esc-tangenten	Pausa spelet. Menyn Pause (paus) visas. Nästa gång du trycker på knappen fortsätter spelet.
Tabb-tangenten	Visa vapenmenyn. Använd piltangenterna för att flytta runt på menyn
Vänster musknapp	Avfyra det primära vapnet; dra vapnet som du har valt

Sniper Mode (krypskytteläge)

KNAPP	SPELRÖRELSER
3	Aktivera krypskytteläget (om du har valt ett sådant vapen); zooma in
4	Avbryt krypskytteläget (om du har valt ett sådant vapen); zooma ut
Mus	Se dig omkring; sikta med vapnet
Vänster musknapp	Avfyra vapnet

Hand to Hand Combat (närstrid)

KNAPP	SPELRÖRELSER
Tredje musknappen eller F	Försvara dig / Blockera / Parera
Vänster musknapp	Slå
Höger musknapp	Sparka
Vänster musknapp + höger musknapp	Kasta

Köra bil

När du spelar Niobe (förare):

KNAPP	SPELRÖRELSER
A	Sväng vänster
D	Sväng höger
W	Accelerera
S	Bromsa. Om du vill backa håller du ned ned knappen när bilen har stannat
Vänster musknapp	Titta åt vänster
Höger musknapp	Titta åt höger
Tredje musknappen eller F	Titta bakåt
CTRL	Växla mellan första och tredje person
Skift-tangenten	Håll ned för att Ghost ska hjälpa till genom att skjuta på fienderna

När du spelar Ghost (medpassagerare, skjuter från sidan):

KNAPP	SPELRÖRELSER
Mus	Se dig omkring / Sikta med vapnet
Vänster musknapp	Avfyra det primära vapnet

Köra svävare

När du spelar Niobe (förare):

KNAPP	SPELRÖRELSER
Mus	Sväng vänster/höger/upp/ned
W	Accelerera
S	Backa. Om du vill backa håller du ned knappen när svävaren har stannat.

När du spelar Ghost (skytt):

KNAPP	SPELRÖRELSER
Mus	Rikta in hårkorset
Vänster musknapp	Avfyra kanonen
Mellanslagstangenten	Växla mellan att titta framåt eller bakåt

CREDITS

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The Wachowski Brothers

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Produced by
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Producer
Rosanna Sun

Executive Produced by
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Executive Producer
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Eric Lundborg

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Maja Persson
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Brett Ineson
Mike Vaverka

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Shaun Novak

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Interactive Accountant
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Interactive PA
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Shiny Office Manager
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Urban Olsson

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Hu Chen "Tiger"
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Shun Yi Yuen "Eagle"
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Jason Ades

CAST
(In Alphabetical Order)

The Oracle
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Kali
Christine Anu

Soren
Stephen Bastoni

Vector
Don Battle

Councillor Tuchman
Francine Bell

Persephone
Monica Bellucci

Elevator Security Guard
Gunther Berghofer

Agent Johnson
Daniel Bernhardt

Bane
Ian Bliss

Zion Controller
Michael Budd

Ice
Kelly Butler

Zion Operator
Josephine Byrnes

Operations Officer Mattis
Zeke Castelli

Seraph
Colin Chou

Corrupt
Paul Cotter

Maggie
Essie Davis

Wurm
Terrel Dixon

Morpheus
Laurence Fishburne

Shift Security Guard
Daryl Heath

Sparks
Lachy Hulme

Ballard
Roy Jones Jr.

Abel
Malcolm Kennard

Agent Jackson
David Kilde

Keymaker
Randall Duk Kim

Mauser
Chris Kirby

Colt
Peter Lamb

Commander Lock
Harry Lennix

Computer Room Technician
Tony Lynch

AK
Robert Mammone
First Operator at Command
Joe Manning
Agent Thompson
Matt McColm
Security Bunker Guard #2
Scott Mclean
Computer Room Guard
Steve Morris
Trinity
Carrie-Anne Moss
Zion Gate Operator
Rene Naufahu
Councillor Dillard
Robyn Nevin
Cain
David No
Jax
Socratis Otto
Link
Harold Perrineau
Niobe
Jada Pinkett-Smith
Twin #2
Adrian Rayment
Twin #1
Nel Rayment
Neo
Keanu Reeves
Second Operator At Command
Rittrick Redmond
Lock's Lt./ Command Centre Lt.
Rupert Reid
Roland
David Roberts
Ajax
Shane C. Rodrigo
Systems Analyst
Thomas Scott
Binary
Tahei Simpson
Trainman
Bruce Spence
Tyrant
Frankie Stevens
Malachi
Steve Vells
Security Bunker Monitor Guard
John Walton
Agent Smith
Hugo Weaving
Councillor West
Cornel West
Axel
Leigh Whannel
Merovingian
Lambert Wilson
Ghost
Anthony Wong
Councillor Hamann
Anthony Zerbe
Voice Talent
Angela Ru
Michael Bell
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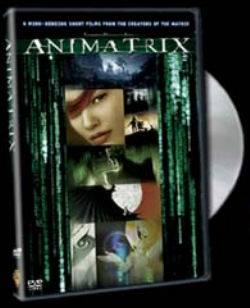

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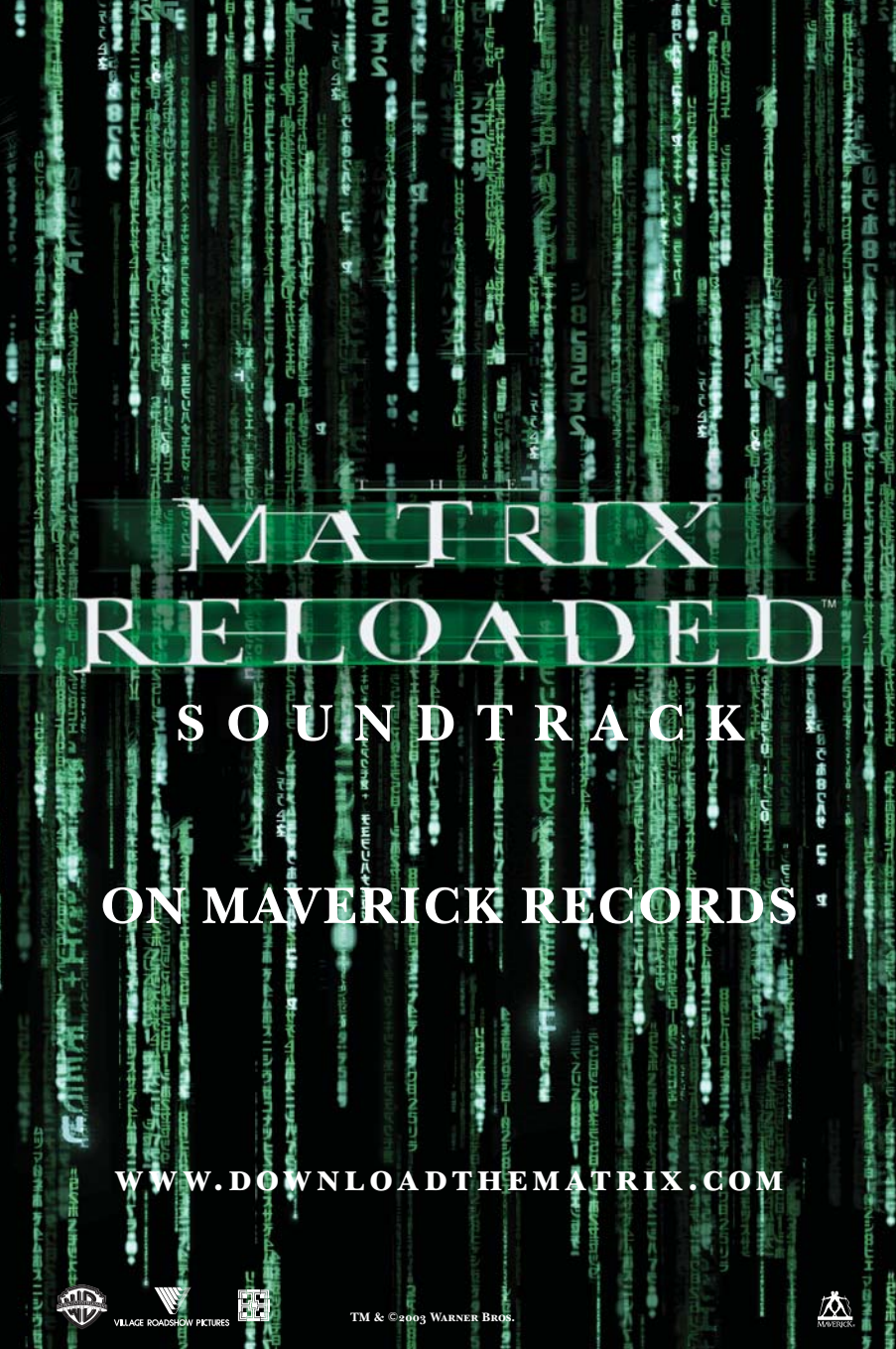
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